

#3

FIG. 1a

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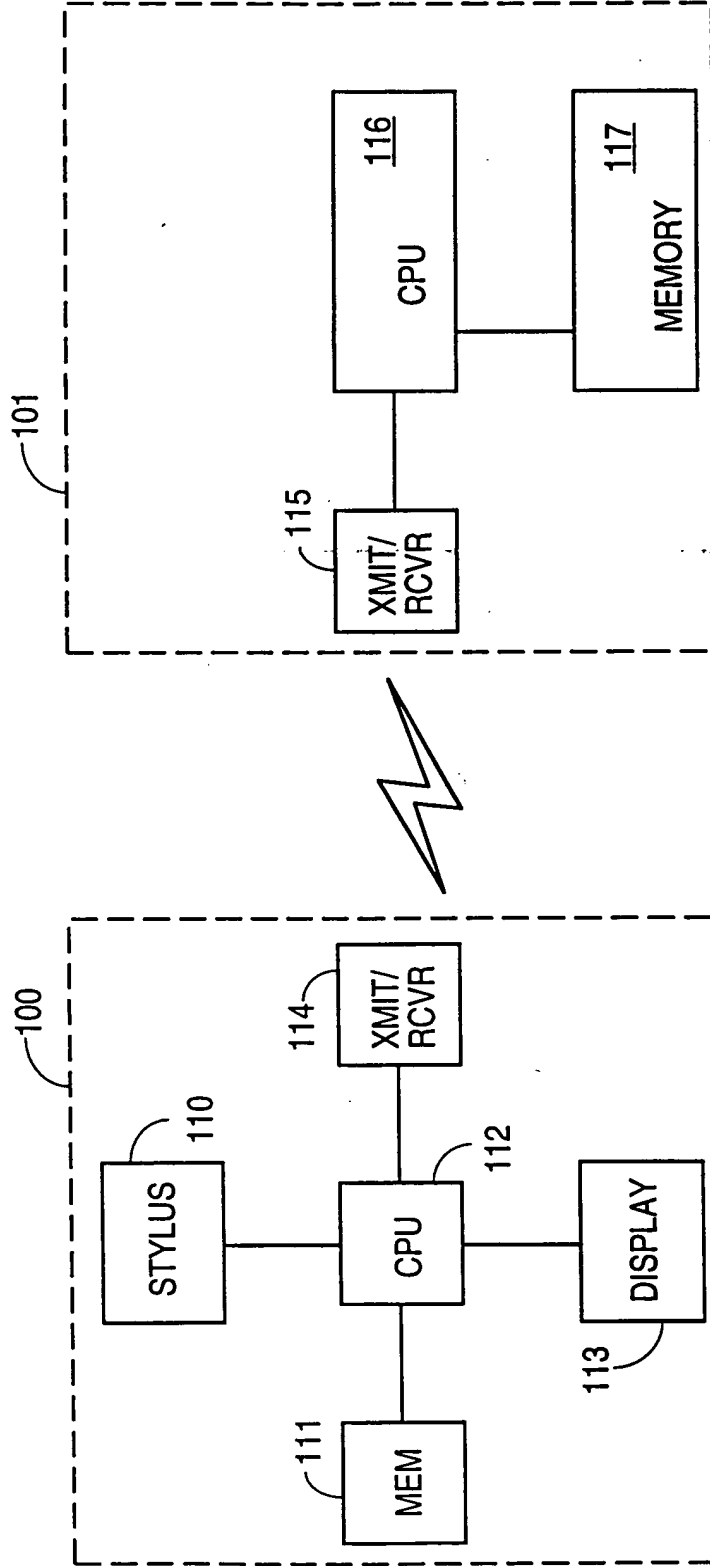


FIG. 1a

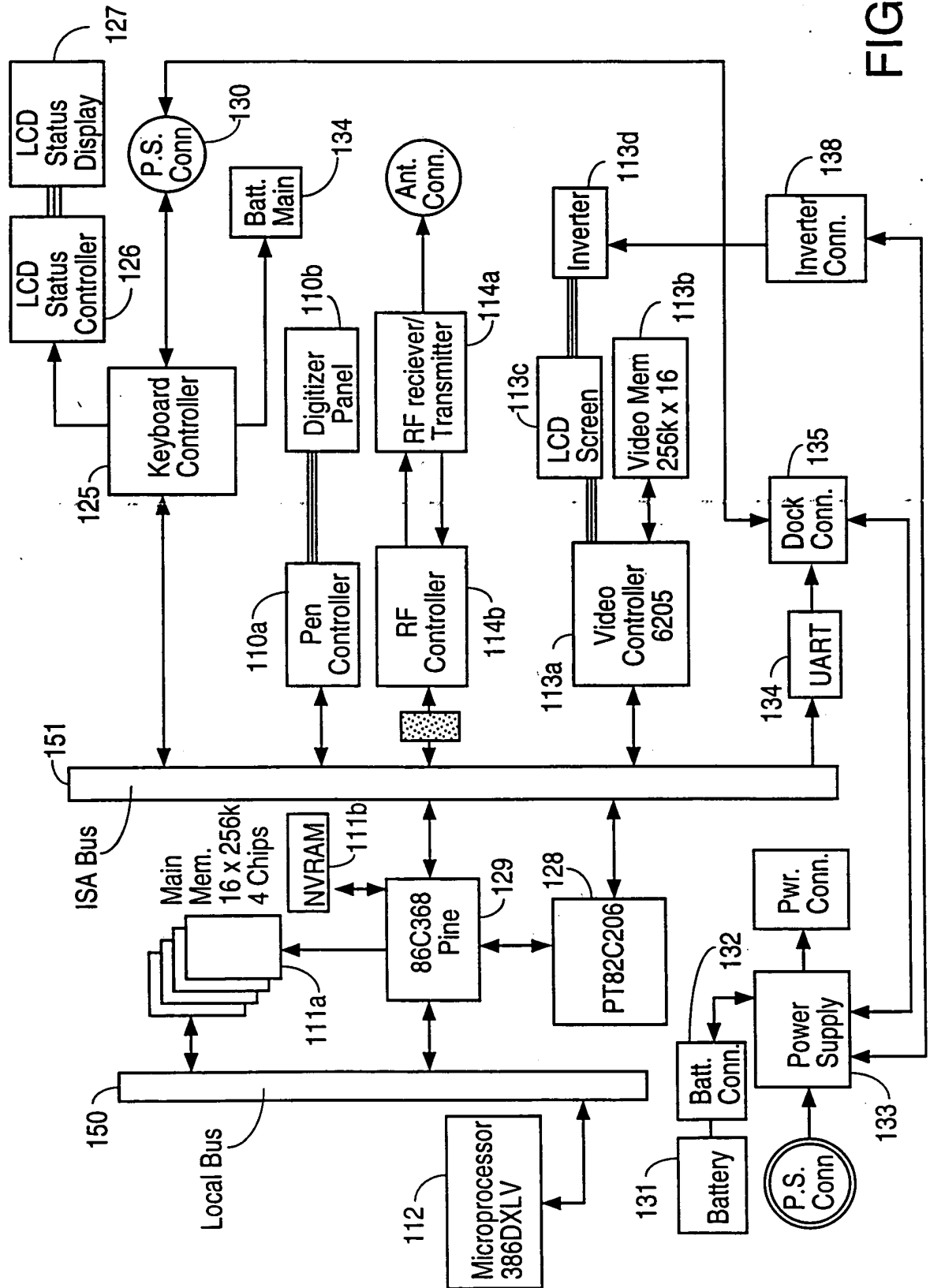


FIG. 1b

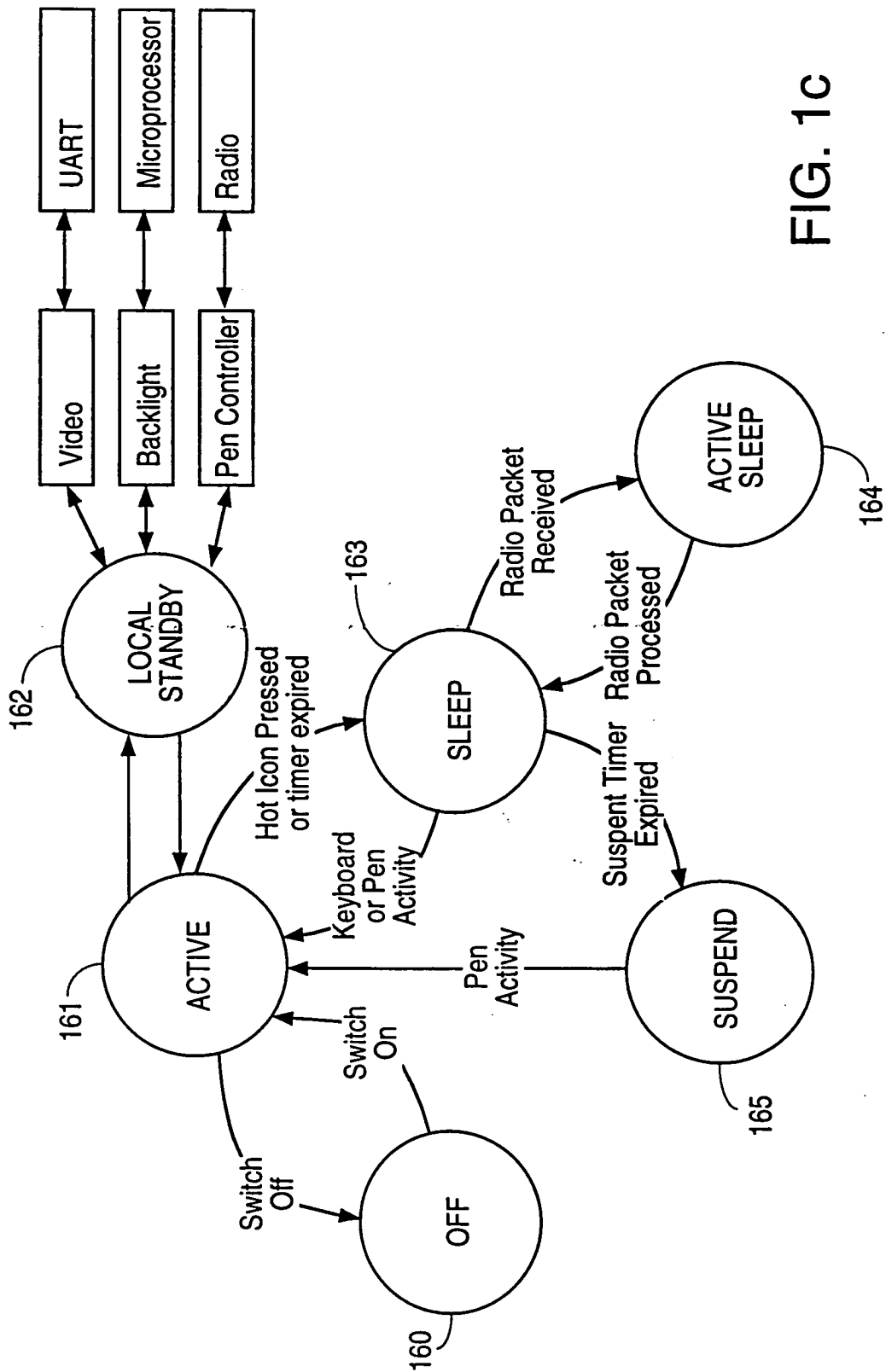


FIG. 1C

FIG. 1d-1

| Device | State | Clocks Disabled | Comments | Wakeup Source |
|----------------|----------------|------------------------------|--|--|
| Microprocessor | Static Suspend | Clock Stop Control by 368 | Static Mode entered when clock stopped | Clock Restarted and controlled by 368 |
| PICO 368 | Static Suspend | Clock Stopped/ 32Khz Left on | | Activity on EXACT, SWITCH, or RING pins |
| 82C206 | Static | 32 Khz Source | | Any Interrupts |
| Main Memory | Slow Refresh | Pico368 38Khz | Memory Refreshed at 128mS | |
| Video | Static | 14 Mhz disconnected | Controlled through use of Evergreen 368 power management pins. | When system is resumed |
| Video Memory | Slow | 32 Khz | Memory Refreshed at 128mS | Video Controller |
| | Refresh | | | automatically adjusts refresh rate depending on mode |
| LCD Module | OFF | NA | Power to Module will never be applied in Sleep | Controlled by Video controller power up sequencing |
| LCD Backlight | OFF | NA | Backlight will never be on in sleep | Controlled by Video controller power up sequencing |
| UART | Static | 1.84 Mhz | Part has no direct power management. | |
| UART Trans. | OFF | NA | Part turned off, until access to UART. Inactivity timer will start, and look for a time-out of two minutes before turning off transceiver. | Access to serial port |

| | | | | |
|-----------------|--------|--------------------|---|---|
| ROM | Static | NA | After ROM is shadowed, the CS and OE line will be driven high to keep these parts in a static mode. | |
| NVRAM | Static | NA | After NVRAM is read, the CS line will be high which forces part into a static mode. | |
| Pen Controller | Sleep | Own 4.0 mhz | Sleeps after each point is processed as long as the pen is not pressed to the screen. | Pen Down wakes up Pen controller. Pen controller asserts the PEN_ACTIVITY signal, which will wake up the entire system. |
| Hook | Active | Own 32 khz | Keeps the last display as told by the keyboard controller | NA |
| Clock Generator | Active | All Clocks Running | Clocks needed in order to wake system back up. | |
| Radio | Sleep | Internal | Radio Handles its own power management | Wakes up on periodic basis in order to keep SYNC. When a packet is ready, the Radio will assert the activity pin to the RING input of the 368 which will wake up the system |

FIG. 1d-2

| | |
|-----------|-----------|
| FIG. 1d-1 | FIG. 1d-2 |
|-----------|-----------|

Key to FIG. 1d

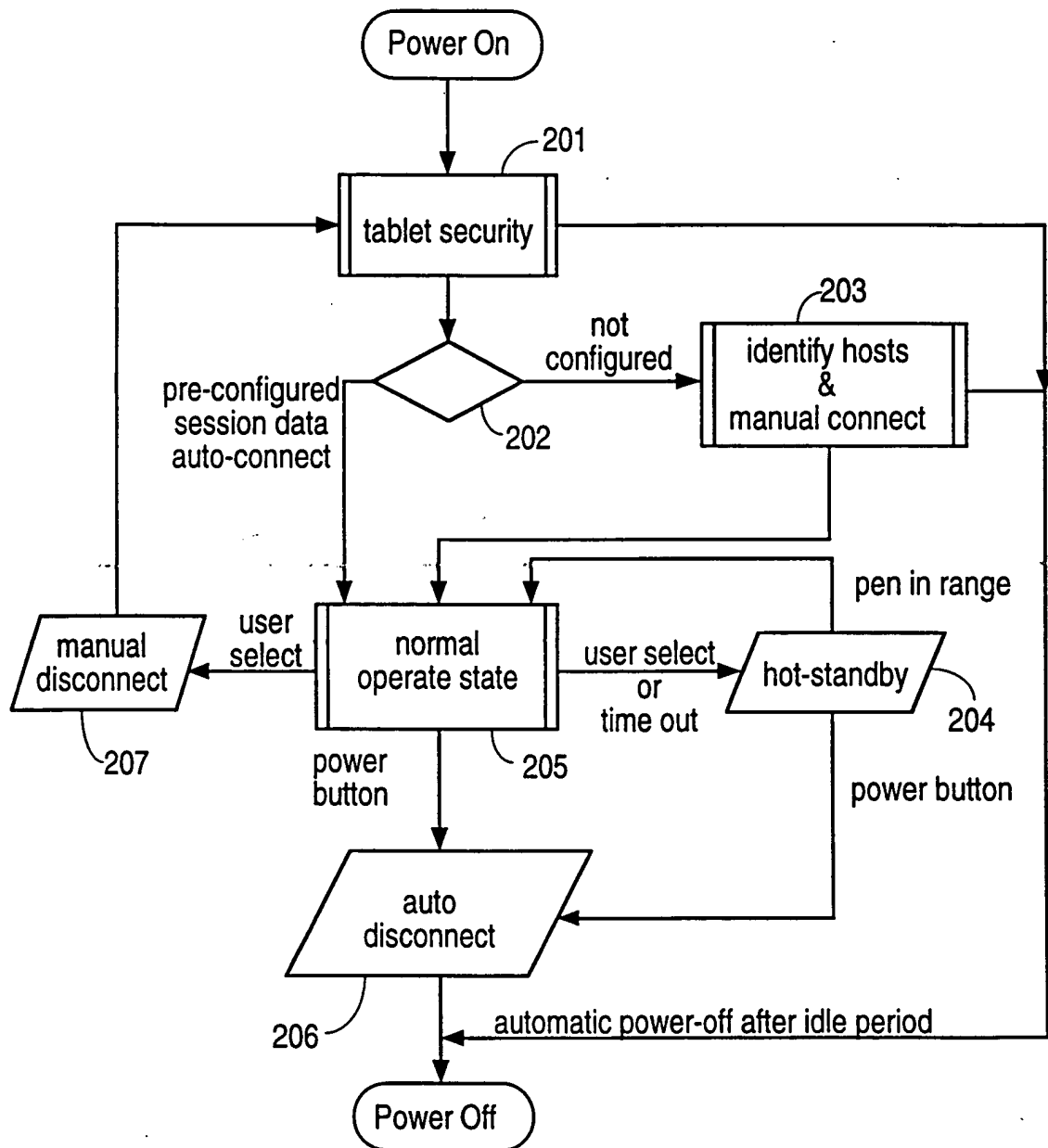


FIG. 2

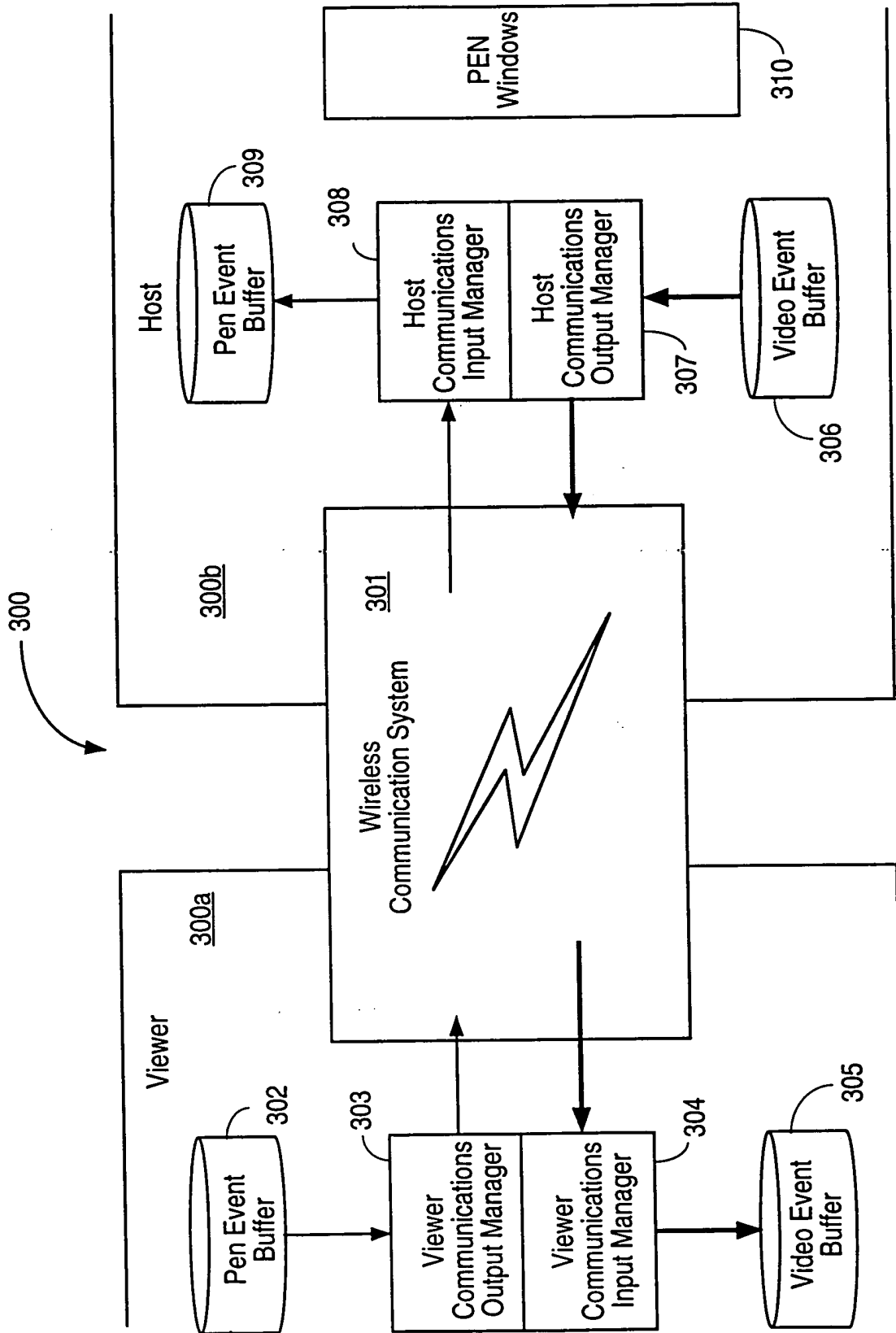


FIG. 3a

FIG. 3a

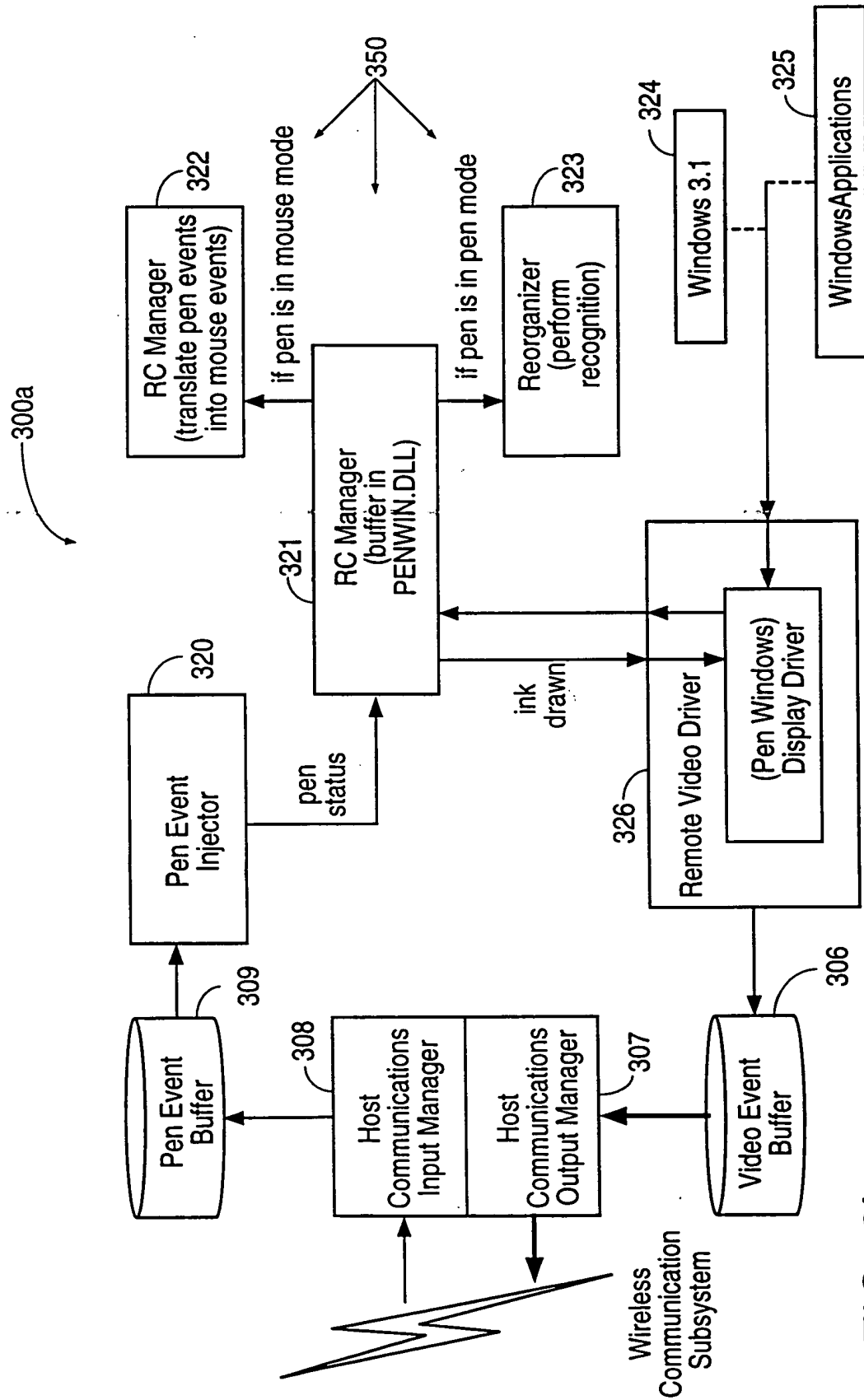


FIG. 3b

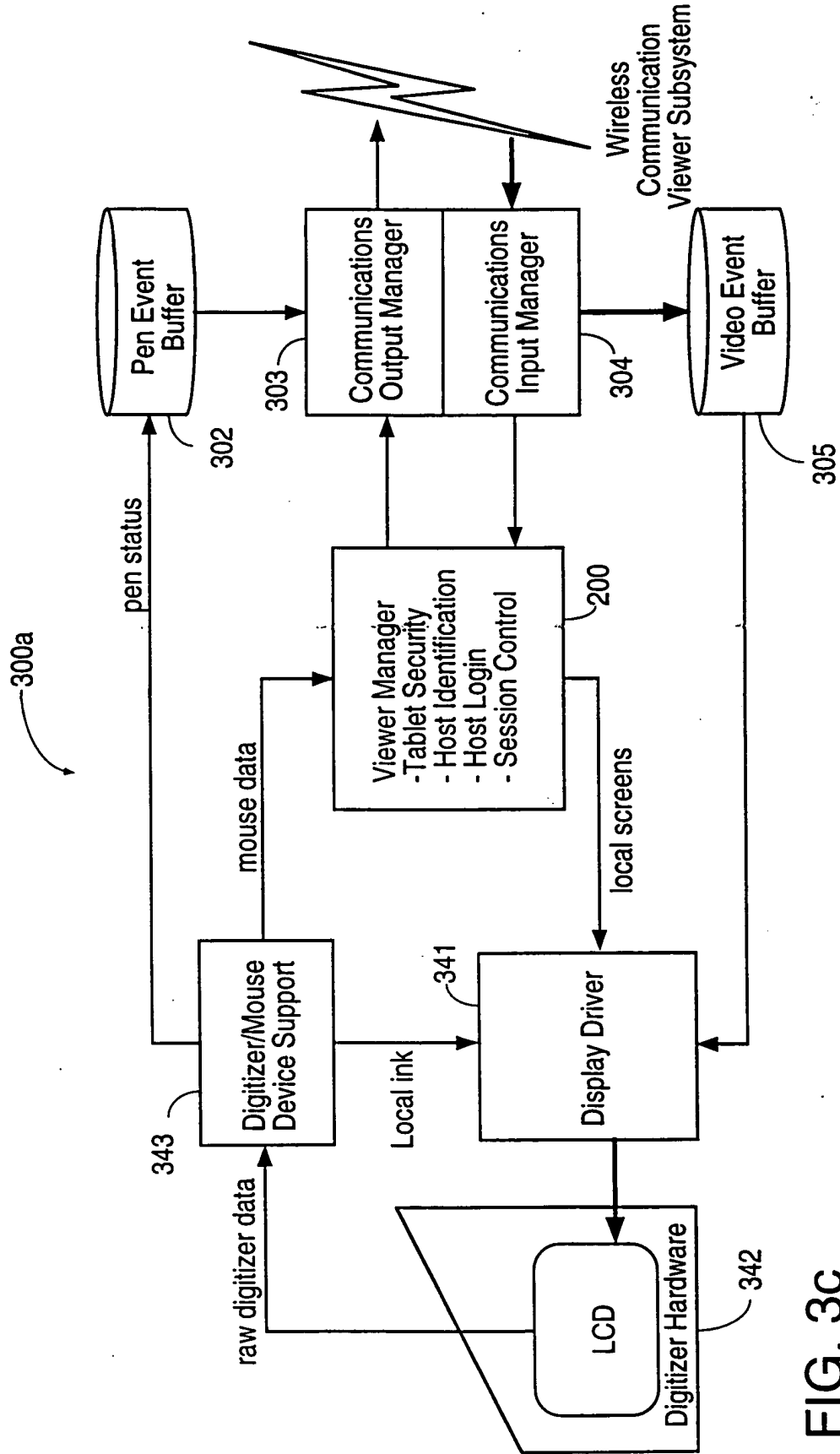


FIG. 3C

